Figure 1

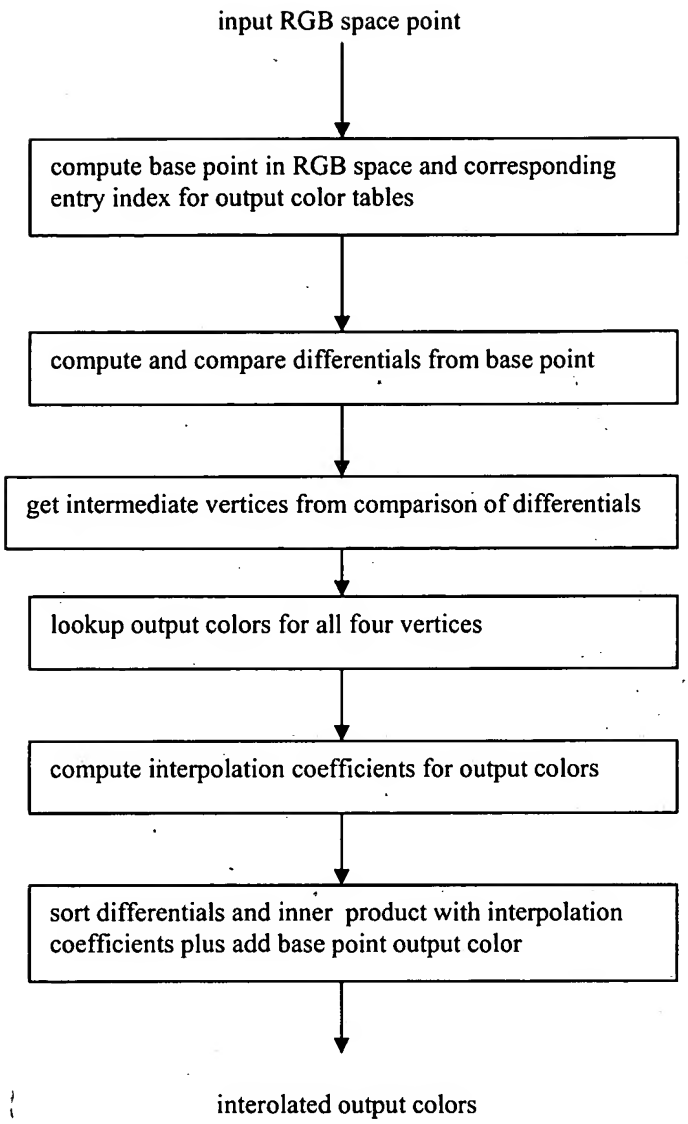
input RGB space point
compute base point in RGB space and corresponding entry index for output color tables
compute and compare differentials from base point
get intermediate vertices from comparison of differentials
lookup output colors for all four vertices
compute interpolation coefficients for output colors
sort differentials and inner product with interpolation coefficients plus add base point output color
interolated output colors

Figure 2. Pipelined datapath and multiple bank table memory architecture to achieve 1 cycle per pixel tetrahedral interpolation

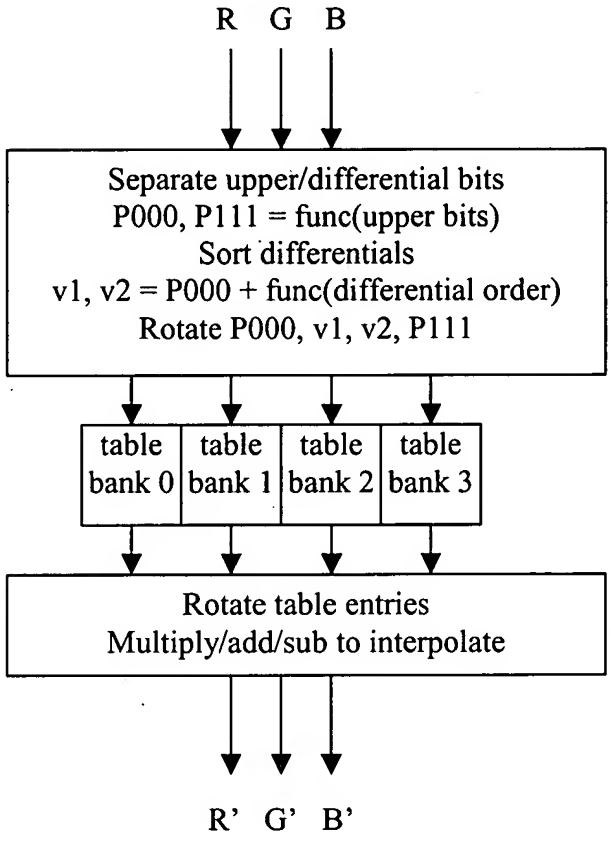

Figure 3a

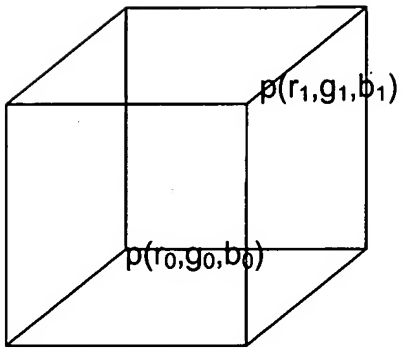

Figure 3b

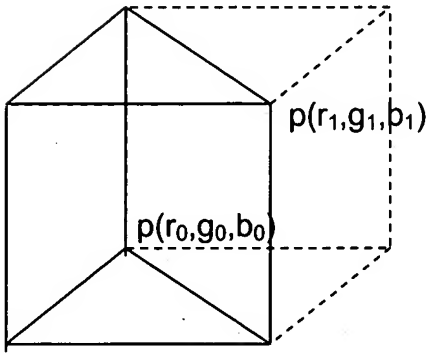

Figure 3c

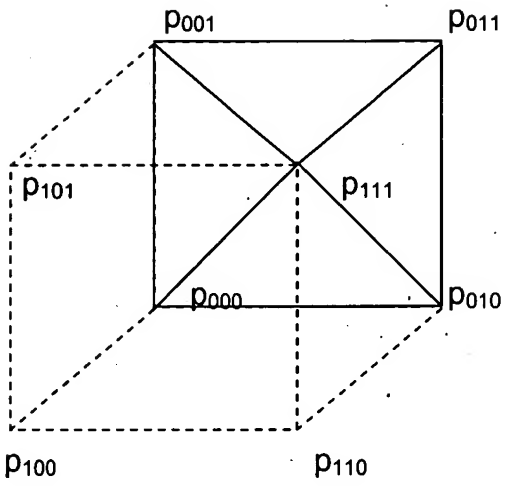

Figure 3d